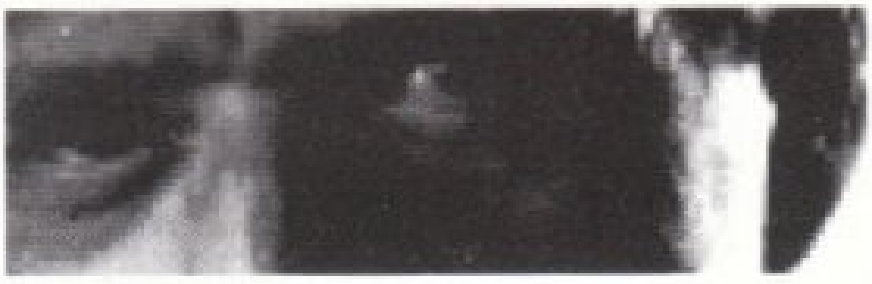
IVAN 'IRONMAN' STEWART'S SUPER OFF ROAD



THE MANUAL

Loading

Super Off-Road loads and runs automatically. Reset your machine, then follow the instructions for your computer.

Amiga and ST: Insert disk in drive A.

IBM PC and Compatibles: Insert disk in drive A, and type IRONMAN. To install on your hard disk, type INSTALL at the **A:** prompt. If the boss walks by, hit ALT B to pause and return to the DOS prompt - EXIT returns you to the game.

C64/128: *TAPE* - insert cassette, hold down the SHIFT key and press RUN/STOP then press PLAY on the tape recorder ; *DISK* - insert disk in the drive, type LOAD "*",8,1 then press RETURN.

Amstrad CPC: *464 TAPE* - Insert cassette, then press CTRL and the small ENTER key; *6128 TAPE* - insert cassette, type ITAPE and press RETURN, then press CTRL and ENTER; *DISK* - insert disk, then type RUN"DISC and press ENTER.

Spectrum: *+3* Insert disk and press ENTER; *+2 and 128K* - insert tape and press ENTER; *48K* - insert tape, type LOAD"" and press ENTER.

CONTROLS

The Amstrad CPC and Spectrum versions can be played as one or two player games. All other versions can be played by up to three people simultaneously.

Amiga and ST

During the Attract mode, F1 turns both music and sound effects on, F2 turns music only on, F3 turns sound effects only on, F4 turns music and sound effects off, while F10 allows you to quit the options section.

Player 1, the red car, uses Joystick Port 1

Up - accelerate
Down - brake
Left - left
Right - right
Fire - Nitro

Player 2, the yellow car, uses Joystick Port 0

Up - accelerate
Down - brake
Left - left
Right - right
Fire - Nitro

Player 3, the blue car, uses the keyboard

/, LEFT SHIFT, SPACEBAR - accelerate
QWASZXUIJK M or , - left
ERDFCVOPL or ; - right
ALT or RIGHT SHIFT BUTTON - Nitro
Braking is automatic when the accelerate key is released

During play, HELP pauses the game and ESC aborts a paused game.

IBM PC and Compatibles

Super Off-Road supports the Adlib sound board, if is has been fitted to your PC and a games card is required if you want to take advantage of the three-player option - Player 2 uses a joystick.

Player 1, the red car, uses the keyboard

Q - accelerate
Z or X - left
C or V - right
A - Nitro

Player 2, the yellow car, uses Joystick Port 1

Up - accelerate
Left - left
Right - right
Fire - Nitro

Player 3, the blue car, uses the keyboard

] - accelerate
M or , - left
. or / - right
' - Nitro

During play, F1 pauses, F2 toggles the sound on or off, F10 aborts a paused game, ALT B accesses the Boss Screen, CTRL S saves the high score chart when it is being displayed and ESC exits to DOS. If the high score table already exists on disk then it will be saved automatically.

C64/C128

Player 1, the red car, uses Joystick Port 2

Up - accelerate
Down - brake
Left - left
Right - right
Fire - Nitro

Player 2, the yellow car, uses Joystick Port 1

Up - accelerate
Down - brake

Left - left
Right - right
Fire - Nitro

Player 3, the blue car, uses the keyboard
: - accelerate
/ - brake
@ - left
UpArrow - right
; - Nitro

During play, RUN/STOP pauses, and CLR/HOME aborts a paused game.

Spectrum

Player 1 and player 2 can chose whether to use the joystick or keyboard. Sinclair, Cursor and Kempston interfaces are supported. Player 1's car has a white flag on its ariel. Player 2 has a black flag.

Joystick
Up - accelerate
Down - brake
Left - left
Right - right
Fire - Nitro

Keyboard
HJK or L - accelerate
BN or M - brake
Z or X - left
C or V - right
SPACE - Nitro

During play, P pauses and Q quits a paused game.

Amstrad CPC

Player 1 (red car) and player 2 (white car) can chose whether to use the joystick or keyboard.

Joystick

Up - accelerate
Down - brake
Left - left
Right - right
Fire - Nitro

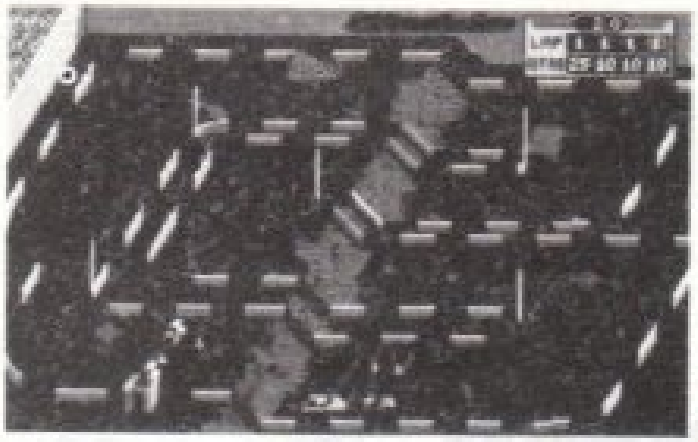
Keyboard

K - accelerate
M - brake
Z - left
X - right
SPACE - Nitro

OR

. - accelerate
. brake
A - left
Z - right
SPACE - nitro

During play, P pauses and Q quits a paused game. 1 toggles the in-game music on/off.



Super Off-Road

Stadium Racing - The Off-Road Experience

Your aim is simple: to come out as the best off-road driver in a series of stadium-based races. Four drivers, up to three

of which can be played by the computer, compete over a series of eight tracks - and each track is raced both clockwise and anti-clockwise, giving 16 race configurations.

Based on the American arcade game "Ivan 'Ironman' Stewart's Super Off-Road", this conversion is faithful to the original, so when you first load the game each player needs to input details that will be used later for the high score and race results screens. First, you need to identify yourself with a three-letter name - use the joystick or keyboard to move the cursor over the letters of the alphabet and click fire to add the selection to your name field.

Next, details of each driver's birth date are needed, according to the customs of competitive off-road racing. The date you input is displayed in the American style - with the month preceding the day's date.

Finally, you get the chance to pick a nationality for yourself - move the cursor around the screen and press fire when it is resting on the national flag of your choice.

Once all the players have completed the arcade set-up sequences, the real racing can begin.

Money, Laps and Lives

At the start of a new season, competitors begin on equal terms - no-one has any money in the bank, and everyone has three 'lives' in the form of Credits, which are worth $200,000 dollars. Money can be collected during races: bags of dollars appear on the track every so often; the first person to drive over a Bonus Bag collects the loot it contains. Similarly, containers of Nitro Fuel materialise on the

track from time to time - collect them if you can - Nitros usually cost you $10,000 dollars each and can only be purchased before a race starts. The Bonus Nitros you collect during a race can be used immediately, if you want...

And Prize money is also on offer, of course.

The moment one driver completes four laps, the current race ends and he is declared the winner. The other three drivers are then automatically ranked according to their positions when the race finished.

Coming first in a race earns you $100,000, 2nd place is worth $90,000, while third place adds $80,000 to your account. Even if your driving skills aren't that impressive, you still collect $70,000 for coming fourth. Watch out for the computer-controlled cars - each player who is beaten by one, loses a Credit.

Points are also awarded at the rate of one point for every $1,000 dollars you win while racing, and are used on the High Score table at the end of a game to determine an overall ranking for the season's competition.

Everyone starts the game with three lives. Being beaten by one of the computer-controlled cars costs you one of your lives.

After each race, the Awards Screen appears and the position of each competing driver is shown, alongside readouts that show the cash won and the cash collected by picking up Bonus Bags on the track.

If you lose a credit with a credit remaining, a counter starts ticking down and you can opt to continue play by pressing fire before it reaches zero. If you allow the 'Continue Play?'

counter to reach zero, then you are retired from the current game and have to leave the other drivers to chase victory.

Spending Money In The Speed Shop

The Speed Shop menu appears in between races and allows you to spend the cash you have accumulated on the track and by winning races. The display at the top shows how many lives you have (shown as 'credits'), and how much cash you have amassed.

Five useful items are on offer in the Speed Shop, all of which improve the performance of your vehicle. By glancing at the bar readouts in each panel, you can see how many of each of the five accessories has already been fitted to your vehicle.

To go shopping, move the cursor over the panel that shows the accessory you want to buy and press FIRE to make the purchase (if you try to buy an item you can't afford a credit is automatically traded in for $200,000).

When you've bought all you want, select the Next Race panel to move onto the track.

Nitro Fuel Units

You can have up to 99 of these - providing you have collected lots of cash or get really good at picking up the freebies during races. The lap counter panel that is displayed during a race shows how many Nitros each driver has in reserve.

During a race, pressing the FIRE button or

Nitro Key uses a Nitro Unit if you have one - when you punch the Nitro in, you gain a short burst of amazing speed as the high-grade fuel is burned off.

Use Nitros at the start of a race to get ahead of the pack, and whenever you've got a bit of catching up to do!

Tires

You can buy up to five grades of 'Tire'. The higher grade you have, the better your vehicle's grip on the racetrack, the less likely you are to skid, and the vehicle's turn rate is improved.

Shocks

Up to five types of shock absorbers can be fitted to your vehicle - the more you have, the less bouncy the ride. The improved contact of your wheels with the ground gives improved acceleration and cornering.

Acceleration

By careful race-tuning, your vehicle can be made to accelerate up to its top speed more quickly. You're limited to five Acceleration units - each one you buy increases performance.

Top Speed

This accessory boosts the top speed that your vehicle can reach without the aid of Nitro boosters. When you have fitted five Top Speed accessories and five Acceleration units, your truck can't travel faster without Nitros...

Learn From Ironman

Keep an eye on the stock of Nitros you have in your vehicle - the race readout that appears on screen shows how many laps each competitor has completed and how many Nitros they have in stock.

Use your Nitros wisely - to get ahead of the pack at the start of a race, or to make up for lost time. And buy plenty - by using Nitro boosts to best effect, it's possible to triple your overall speed during a race.

Keep an eye out for the collectables - Bonus Bags stuffed with cash and Bonus Nitro Containers. The quantity of cash in the bags and the number of Nitros in the containers increases as a race progresses. If you're falling behind the field, it sometimes pays dividends to go for pickups rather than for the best position at the end of a race.

Drive intelligently! The more skilful you are at avoiding the on-track obstacles like ramps, mounds and watersplashes, the quicker you will be able to complete a lap.

Spend money! The number of dollars you earn or collect determines the number of points you are awarded on the High Score Screen, but there's no point in saving cash. Spend out when you get the chance to visit The Speed Shop...

Ivan Stewart - and why he's called 'Ironman'

Ivan Stewart, a Californian off-road race specialist, began his career as a competitor in

off-road racing in 1971, piloting a Class 1 buggy. His career spans nearly 20 years, and Stewart has been a major contributor to the evolution of the sport in America where he has built up an impressive collection of wins.

What began as a hobby, rapidly grew into a profession as the sport of off-road racing became more popular. In 1983, Stewart joined the Toyota Factory Team and has represented the company ever since, driving an off-road truck in stadium short-course races as well as the long-distance events in which competitors drive for 250 miles non-stop through the deserts of Southwest USA and Mexico.

Ivan Stewart gained his nickname 'Ironman' as a result of competing in these marathon treks through the desert. It takes a certain kind of driver to put up with the relentless pounding that your body takes inside the cab of a truck racing through the desert - and a certain kind of physique to withstand the discomfort of a 250-mile trek through hot and hostile terrain.

From the start of his career, Stewart's capacity for endurance was recognised by his fellow competitors. Each time he won a Baja 500 or Baja 1000 race, held in the heat of Mexico, Stewart received an 'Ironman' award. Mickey Thompson, the man behind the Off-Road Championship Gran Prix Series began referring to Ivan Stewart as 'The Ironman of Off-Road Racing' after he picked up the Drivers' Points Championship in two successive years.

While the tag has been shortened a bit, the title 'Ironman' has stuck. Today, Ivan 'Ironman' Stewart is a well-known sporting personality in America - known not just for his wins, but for his association with the sport and

the Toyota factory team.

And after a 20-year career behind the wheel, Ironman is still pushing back the boundaries of off-road achievement. Last year, he secured an overall win in the Mint 400 race in Las Vegas - the first time in the 22-year history of the event that a pickup truck captured the award.

Little wonder then, that the American arcade specialists Leland sought Ironman's assistance and endorsement when they set out to produce a game that captured the thrills of off-road racing. And now you can enjoy Ivan 'Ironman' Stewart's Super Off-Road on your home computer.

But will you end up deserving the accolade: 'Ironman'?

Technical Information - The Coin-op

Screens	8, each with its own character set of 1K characters and a track layout of 4K.
Memory	4 Megabytes.
Processor	Z80 main board with a custom graphics board driven by a second Z80.
Graphics	418 car animation frames. About 40 other sprites.

Technical Information - The Computer Game.

Screens	8, as per arcade machine.
Memory	Varies per computer. Single load on all 8 bit formats.
Processor	Varies per computer.

Graphics	Car animation frames
	Spectrum -112.
	Amstrad - 48
	Amiga - 416
	C64 - 80
	Atari ST - 416
	PC - 416
	Other sprites vary per computer.

Credits

Ivan Stewart	- Himself
Andy Green	- Project Co-ordinator
Andrew Wright	- Product Manager
Terry Tester	- Tester
Ian Mathias	- Executive Tester

Illustration by Words and Pictures

Packaging Design by
Khartomb

Converted by Graftgold Ltd.

Steve Turner	- Team Leader, Spectrum and CPC versions
Gary J Foreman	- Amiga and Atari ST versions
David O'Connor	- PC versions
Jason Page	- C64 version, music and sound on all versions
John Cumming	- Graphics
John Lilley	- Amstrad graphics
Michael Field	- Additional graphic support
Andrew Braybrook	- Technical advisor